

Nintendo

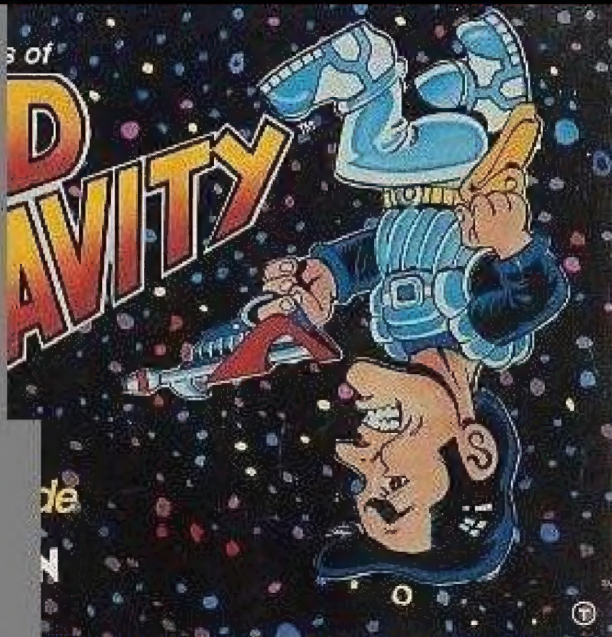
ENTERTAINMENT SYSTEM

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The Adventures of Rad Grandy™

Developed by Inimplay Productions
Design & Programming by Michael Quarles, Wesley Young, Matthew Finley,
Thomas R. Dodson, and Brian Fargo
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Music & Sound by Dave Wiestal
Produced by Joe Ybarra, Max Harnetholter, Scott Benfink, and Tom Xaper
Product Management by John Groompton
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Jon Green, and Frank & Ed Higgins
Player's Guide by Steve Englehart
Art by Frank Ciccolo

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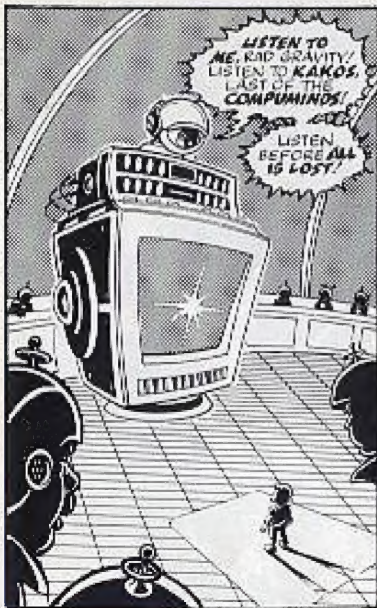
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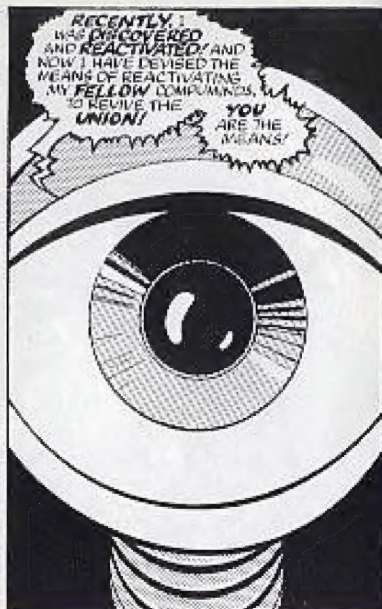
THE UNITED PLANETS WERE HELD TOGETHER ACROSS THE LIGHT-YEARS BY A NETWORK OF THREE UNIFICATION COMPMINDS, WHICH COMMUNICATED INSTANTANEOUSLY ON THE STAR-WARP DATALINK!



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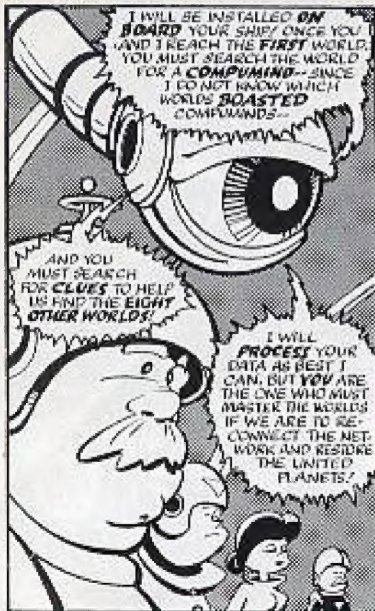
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BUT CYBERIA IS A BEACON OF
HOPE COMPARED TO THE ROTTING
CARCASS OF EFFLUVIA, WHERE
THE GARBAGE OF THE UNIVERSE
DOES NOT GO TO DIE!



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THEN IT'S ON TO THE OLD-FASHIONED
BEAUTY OF THE CLOUD CITY HOVERING
HIGH ABOVE VERDANT VERNIA COOL
AND SERENE, IT'S THE ABSOLUTE
OPPOSITE OF-

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...THE DOWN-AND-
DIRTY ANTICS OF THE
GNOMES WHO
PLAGUE TAVERLY BY
ON **OGAR!**



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AND BETWEEN THE WORLDS ARE THE SHIFTING TERRORS OF THE ASTEROID BELT, WHERE THE ONLY MEANS OF **AVOIDING** THE CONSTANTLY SWIRLING STONES IS THE PRINCIPLE OF **ACTION AND REACTION!**

TO MOVE IN **ONE** DIRECTION, A SPACE CADET MUST FIRE HIS WEAPON IN THE **OTHER** DIRECTION, TO PUSH HIM ALONG.



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Getting Started

1. With your game system and TV or monitor off, insert the *Rad Gravity* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Press **Start**.
3. At the selection screen, press either the up or down arrow keys on the **+** pad to select either **Start** or **Continue**. Press **Start** or **A** to begin the game. You can't **Continue** until you've reached a Password screen.
4. If you want to turn off your machine and pick up where you left off later, you must first die during gameplay for the game to send you to a Password screen. Write the password down for future use. When you want to re-enter the game at the same level, choose **Continue** at the *Rad Gravity* title screen and push the **A** button. Use the **+** pad to choose the correct letters and numbers by moving the cursor. Every time you want to enter a letter, push **A**. After entering the complete password, push **Start**.

If the password is incorrectly entered, the words 'TRY AGAIN' will appear at the bottom of the screen. Press **A** to re-enter the Password screen. Use the **+** pad to move forward or backward and correct the wrong letters or numbers.

5. If you die during gameplay, you automatically begin again on the same level.
6. The game can be paused in mid play by pressing **Start**. This will put you on the Object Selection screen, where you can wait indefinitely.

Space Travel

When the game begins, you, Rad Gravite, are on the bridge of your ship, hovering over the first world you want to explore. On the planet's surface is a blinking point marking the **Teleport Locations** given you by Kalkos the computer. There is also a blinking point in space, marking the edge of the solar system. Use your **+** pad to choose the point you want, then press the **A** button to travel there.

At the edge of the solar system, you can see all the worlds in that system, and you can visit them. But you can only land on worlds whose Teleport Locations you've found. Thus, as the game begins, you can only land on the one world where you began, and that's what you should do.

Whenever you're at the edge of the solar system, choose the world you want with your **+** pad and press **A** to go there. When you near your chosen world and see the

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Teleport Locations blinking at you, press A to beam down. If you don't see a blinking point, there is no way to land.

When you start to beam down, Kikos will tell you about the world.

In each location, your primary goal is finding new Teleport Locations, but there are other treasures, and some are hidden in very strange places. Explore each world thoroughly, read any messages carefully, and listen to the music...

To return from a world to your ship, use your Communicator by selecting it and pressing **Start** (see Objects below). You'll usually do this after completing a world, but every time you return, all your life points are restored, so don't be afraid to bail out if you're about to die on a world. When you return to the world, you'll be back at the beginning of its adventures, but at least you'll be alive.

Movement

Move **Left**, **Right**, **Up** and **Down** with the **+** pad.

Jump with the **A** button. Remember that gravity differs on different worlds, so the height of your jump will change. To jump through *some* obstacles, or jump to a lower level, use the **A** button while pushing the **+** pad down.

Objects—

During play, push **Start** to pause the action and see your inventory.

Move **Left** and **Right** to choose an object with the **+** pad.

Push **Start** to restart the action with the object you selected.

Activate any weapon with the **B** button.

Here are the objects you'll find—



Teleport Beacon—*Very useful*—Pressing **B** throws it where you want it, and **B** again teleports you there.



Communicator—Allows you to teleport back to your ship after your mission on each planet is complete. Also, at any time during gameplay, you can use it when you're in need of energy and about to perish.

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Translator—Gives you the ability to comprehend alien text messages.

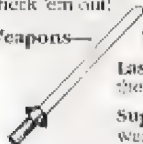


Energy Disk—Lets you float over dangerous areas for a short amount of time. But you can only use one object at a time, so you can't shoot, say, while floating on the disk—and using the energy disk costs star life energy.

Armor—There are three types of armor, each with a different level of protection. Check 'em out!

Weapons

There are seven types of weaponry:



Laser Sword—This hand-to-hand combat weapon is given to you at the start of the game and is useful at close range.

Super Sword—A high powered version of the laser sword, this weapon gives you a higher level of attack and longer range.



Power Pistol—A gun that fires electrobullets that can vaporize your enemies in milliseconds.

Verrigun—Similar to the power pistol, but with this weapon, you can fire up and down to take out enemies above and below you.

Maxigun—The most powerful of all pistols.



Saurian Crystals—Highly explosive crystallized nitroglycerine that, when thrown, detonates and destroys your enemy instantly.



Crystal Bombs—Even worse.

Top Secret Clues

Cyberia

- Let your enemies destroy each other by jumping or ducking out of the way of their attacks.
- Remember to check for secret items.
- You can avoid the big robots by jumping over them.

Effluvia

- Don't let the "aluminum foil" monsters get near your head. If they grab on to you, "use your head" to dislodge them.
- Step into a fire pit occasionally. You'll get burned but you may find a nice surprise.
- When jumping on bubbles, your momentum will carry you after you clear the first bubble.

Sauria

- Try not to bother the baby dinosaurs. They can be nasty when disturbed.

● 2014 年 12 月 1 日

- The tree branches are great platforms for jumping.
- Remember to talk to the mayor. He'll give you valuable information.

Vernia

- Learn the flying pattern of the birds and fire before they appear on the screen.
- An item picked up on Sauna will help you defeat the deadly Trolls.

Asteroid Belt

- Fire as often as you can when floating through the asteroids, to push yourself along
- Once inside the derelict ship, you'll need to find the keys

Utopia

- Watch out for exploding robots.
- Try moving damaged robots.



Odor

- When grabbed by an enemy, push the jump button to release Rad from its deadly grasp.
- It will require some thought to get to the underground maze.
- In the maze, the blocks can be very useful.

Volcania

- Check out all craters.
- In the cavern, beware of falling stalactites. Take it slowly when jumping from ledge to ledge.

Telos

- Its origin and purpose remain a total mystery..

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Please see the special "RETURNS" information for further instructions. If you have any questions, you may call Activision Consumer Services at the number shown in the front of this manual.

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are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; either fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

RETURNS

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1. Send the cartridge and the manual in the original packaging, if available, or other protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name of your game system on the *front* of the package.

Send to:

WARRANTY REPLACEMENTS

Activision

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Menlo Park, CA 94025

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio - TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 604-000-00345-4.

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